Mohamed Said Ahmed

San Diego, California mohamedsaidahmed@outlook.com M3ahmed.github.io

https://www.linkedin.com/in/mohamed-ahmed-a0022611b/

Technical Skills / Certifications

- Certificate of Achievement Codepath iOS Development
- Proficiency: SwiftUI, UIToolkit, Heroku,
- Familiarity: HTML, CSS, JavaScript, Java, C/C++, Unit Testing, Python, Node.js
- Languages: English (Native), Chimwini (Native), Arabic (Intermediate)

Experience/Affiliations

Codepath iOS Bootcamp

Fall 2019 - Present

Codepath Student, San Diego, CA

- Developed software using front-end development while also implementing back-end server applications using Cocopods and Heroku
- Assisted in alongside a group of iOS developers to develop a final project
- Troubleshooted malfunctions within applications and promptly updated to meet a quota.

Education

Bachelor of Science, Cognitive Science w/ Specialization in Design (Minor, Computer Science)

June 2021

University of California San Diego

- 3.61 Major GPA
- Relevant Courses: Modeling and Data Analysis, Interaction Design, Social Computing, Prototyping, Advanced Data Structures, Data Science in Practice, Design of Everyday Things, Computer Organization and Systems Programs, Math/Algorithm and Systems Analysis

Projects (github.com/m3ahmed)

Tic Tac Toe iOS App, Swift, SwiftUI

• Created a game interface that allows the user to play Tic Tac Toe against an artificial intelligent computer player. I also added a feature in which the player is able to choose if they wish to play against a friend instead

Skillet App, Python

Helped develop an application that allows its users to post recipes that they are proud of in which
others may be able to benefit from and also provide feedback to. Help develop the backend server
which stores the data provided by its users

jAr App, Java

• Helped develop a family oriented chore app, that provides its users a platform to communicate with their children and uses a virtual currency to incentivise activity between the client and their child. I helped develop the UI interface while also implementing a lot of the overall functionality of the app